

Clifftop Retreat Land This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Retreat Land This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Retreat Land This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Retreat Land This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Conclave Tribunal 3W Enchantment Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conclave Tribunal 3W Enchantment Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauntless Bodyguard W Creature -- Human Knight As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauntless Bodyguard W Creature -- Human Knight As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - thodoris17 - Standard (Standard League)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Leonin Vanguard W Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Vanguard W Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Vanguard W Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Vanguard W Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) This creature has flying as long as you have the city's blessing.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

[+1]: Put a +1/+1 counter on each of up to two target creatures.
[-2]: Return target creature card with mana value 2 or less from your graveyard to the battlefield.
[-7]: You get an emblem with "At the beginning of your end step, create three 1/1 white Cat creature tokens with lifelink."

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ① ②

[+1]: Put a +1/+1 counter on each of up to two target creatures.
[-2]: Return target creature card with mana value 2 or less from your graveyard to the battlefield.
[-7]: You get an emblem with "At the beginning of your end step, create three 1/1 white Cat creature tokens with lifelink."

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②W

When this enchantment enters, exile target creature an opponent controls with mana value 3 or less. When this enchantment leaves the battlefield, target opponent creates a 3/3 green Dinosaur creature token with trample.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②W

When this enchantment enters, exile target creature an opponent controls with mana value 3 or less. When this enchantment leaves the battlefield, target opponent creates a 3/3 green Dinosaur creature token with trample.

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Bounty Agent 1 W Creature -- Human Soldier Vigilance {T}, Sacrifice this creature: Destroy target legendary permanent that's an artifact, creature, or enchantment. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bounty Agent 1 W Creature -- Human Soldier Vigilance {T}, Sacrifice this creature: Destroy target legendary permanent that's an artifact, creature, or enchantment. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conclave Tribunal 3 W Enchantment Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conclave Tribunal 3 W Enchantment Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Experimental Frenzy 3 R Enchantment You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. You can't play lands or cast spells from your hand. {3}{R}: Destroy this enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Experimental Frenzy 3 R Enchantment You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. You can't play lands or cast spells from your hand. {3}{R}: Destroy this enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tocatli Honor Guard 1 W Creature -- Human Soldier Creatures entering don't cause abilities to trigger. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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